EAST SEARCH

7/12/2007

DERWENT; IBM TDB US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB JS-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB JS-PGPUB; USPAT; USOCR, FPRS; EPO; JPO; DERWENT; IBM TDB DERWENT: IBM TDB DERWENT; IBM TDB JS-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB DERWENT; IBM TDB DERWENT; IBM TDB JS-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM TDB FPRS; EPO; JPO; DERWENT; IBM TDB JS-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM TDB DERWENT; IBM TDB JS-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB JS-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM JS-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM FPRS, EPO; JPO; DERWENT; IBM FPRS, EPO, JPO, DERWENT, IBM DERWENT; IBM JS-PGPUB: USPAT: USOCR: FPRS: EPO: JPO: DERWENT; IBM DERWENT: IBM DERWENT: IBM DERWENT; IBM DERWENT; IBM DERWENT; IBM JS-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_ DERWENT; IBM FPRS; EPO; JPO; DERWENT; IBM DERWENT, IBM FPRS; EPO; JPO; DERWENT; IBM DERWENT: IBM DERWENT: IBM FPRS: EPO; JPO; DERWENT; IBM DERWENT; IBM JS-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_ FPRS; EPO; JPO; DERWENT; IBM **DERWENT; IBM** DERWENT, IBM EPO: JPO: FPRS: EPO: JPO: EPO: JPO: EPO; JPO; EPO: JPO: EPO: JPO: EPO; JPO; EPO: JPO: EPO; JPO; EPO; JPO; EPO; JPO: EPO: JPO: EPO: JPO: EPO; JPO: EPO: JPO: FPRS EPO JPO: EPO; JPO; FPRS; I FPRS; FPRS; FPRS: FPRS; FPRS: FPRS: FPRS: FPRS: FPRS: FPRS; FPRS. US-PGPUB; USPAT; USOCR; I USOCR; JS-PGPUB; USPAT; USOCR; JS-PGPUB; USPAT; USOCR; USOCR JS-PGPUB; USPAT; USOCR; JS-PGPUB: USPAT: USOCR: JS-PGPUB; USPAT; USOCR; JS-PGPUB, USPAT, USOCR; USOCR; JS-PGPUB; USPAT; USOCR; USOCR; USOCR; JS-PGPUB; USPAT; USOCR; USOCR; **USOCR**; USOCR USOCR: JS-PGPUB; USPAT; USOCR; USOCR: JS-PGPUB; USPAT; USOCR; JSOCR: JS-PGPUB; USPAT; USOCR; USOCR; USOCR: JS-PGPUB: USPAT: USOCR: JS-PGPUB; USPAT; USOCR; US-PGPUB; USPAT; JS-PGPUB; USPAT; JS-PGPUB; USPAT; JS-PGPUB: USPAT: JS-PGPUB; USPAT; JS-PGPUB; USPAT; JS-PGPUB: USPAT: US-PGPUB; USPAT; JS-PGPUB; USPAT; JS-PGPUB, USPAT, JS-PGPUB; USPAT; JS-PGPUB; USPAT; JS-PGPUB; USPAT; **Databases** \$8 and ((identify\$3 or identification) with (component or part or similarit\$3)) S8 and ((convert\$3 or conversion) with automatic\$4 with reference) S8 and (similarit\$3 with (component or part or characteristic)) S4 and ((identify\$3 or identification) with (component or part) S4 and ((convert\$3 or conversion) with (component or part)) \$8 and ((component or part) with (reusable near2 pattern)) S8 and ((component or part) with (system or subsystem)) S8 and ((convert\$3 or conversion) with automatic\$4) S8 and (type with (component or part) with match\$3) (graphical near2 model) with (component or part) S8 and (model with (simplify\$3 or simplification)) S8 and (user with (interface or interaction)) S8 and (select\$3 with (component or part)) (graphical near2 model) with component 362 or S63 or S64 or S65 or S66 or S67 S8 and ((input or output) with propert\$3) S8 and (user with (input or interaction)) S8 and (type with (component or part)) (graphical near2 (component or part)) S24 and (checksum with partition\$3) S8 and (checksum with partition\$3) S8 and (select\$3 with checksum) S8 and (replac\$3 with reference) S8 and (reusable near2 feature) S8 and (select\$3 near2 pattern) S8 and (reusable near2 pattern) S8 and (pattern with reference) S24 and (acyclic near2 graph) S8 and (pattern with match\$3) S8 and (reference with library S8 and (replac\$3 with library) S8 and (acyclic near2 graph) S62 and (S29 or S30) S8 and checksum Search String S8 and reusability 58 and reusable S8 and pattern S5 and S6 S2 or S3 S5 or S6 S6 or S7 **S17** S23 S12 S27 S29 **S11 S68** S21 S22 **S67**

US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	USPAT, USOCR; FPRS; EPO, JPO; DERWENT; USPAT, USOCR; FPRS; EPO; JPO; DERWENT; USPAT, USP	US-PGPUB, USPAT, USOCR, FPRS, EPO, JPO, DERWENT, US-PGPUB, US-PGBUB, U	US-PGPUB, USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	
S8 and polymorphism S8 and ((convert\$3 or conversion) with (component or part) with reference) S8 and ((copy\$3 or creat\$3) with (new near2 model)) S8 and ((input or ourput) near2 port) S8 and (copy\$3 with configuration with model) S8 and (copy\$3 with configuration) S8 and (copy\$3 with model) S8 and (copy\$3 with model) S8 and (peripheral with model)	S8 and (copy\$3 with (component or subsystem) with library) S8 and (peripheral with configuration) S8 and (reference with (new near2 model)) S8 and (component or part) with (new near2 model)) S8 and ((component or part) with collaps\$3) S8 and (graphical with collaps\$3) S8 and (component or subsystem) with library) S8 and (component or subsystem) with library)	S8 and (reference with subsystem with library) S8 and (replac\$3 with reference with library) S8 and (reference with model) S8 and (component or part) with model with (simplify\$3 or simplification)) S8 and (pattern with repeat\$3) S8 and (new near2 model) S9 or S10 or S11 or S15 or S17 or S19 or S22 or S23 or S25 or S31 or S32 or S33 or S34 or S62 and S12 S62 and S16	S62 and S20 S62 and S21 S62 and S21 S75 and (acyclic near2 graph) S72 or S73 S88 and (acyclic near2 graph) S75 and (peripheral with model) S75 and (peripheral with configuration) S75 and (reference with (new near2 model)) S75 and polymorphism	S75 and ((convert\$3 or conversion) with (component or part) with reference) \$118 and \$84 \$118 and \$85 \$118 and \$85 \$118 and \$85 \$118 and \$80 or \$91) \$75 and (new near2 model) \$75 and (new near2 model) \$75 and ((component or part) with (new near2 model)) \$75 and ((component or part) with (new near2 model)) \$75 and ((component or subsystem) with library) \$75 and ((component or subsystem) with library) \$75 and ((component or subsystem) with library) \$75 and (reference with library) \$75 and (reference with library) \$75 and (references with reference)
r r 4 8 0 0 9 c 1	м чоо ж %	25 26 30 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5	157 139 139 15 16 17 17 17 17 17 17 17 17 17 17 17 17 17	7- 139 139 30 133 3 8 8 8 8 34 6 6
S33 S34 S36 S37 S40 S41	\$50 \$44 \$44 \$45 \$45 \$45 \$50 \$50 \$50	853 854 864 863 863 864	S65 S86 S88 S102 S103 S104 S93	\$95 \$121 \$122 \$123 \$117 \$117 \$105 \$105 \$106 \$107 \$115

S116	œ	S75 and (pattern with reference)	US-PGPUB USPAT USOCR: FPRS EPO JPO DERWENT IBM TDB
2111	-	SZS and (replaces with library)	IISPAT IISOCR FPRS FPO IPO DERWENT
	ָ ע	CTE and (reference with model)	INSPAT: INCOME: EDRO: EDO: IDO: DEDWENT:
21.12	3 0	07.5 and (reference with mode)	USPAT, USOCA, 1773, ETO, 370, DEAVENT, 1 HOBAT: HSOCB: EBBS: EBO: 180: DEBIMENT: 1
4 5	n (O.7. and (model with (simplings) of simpling and its first transfer and the control of the contr	USPAT, USOCO, TENS, ETO, 3TO, DENVENT, 1
21.5	7 ,	S.5 and (Component of part) with model with (simplified of)	USPAL, USCOR, FPAS, EPO, JPO, DERWENL, I
296	-	S/5 and ((converts) or conversion) with automatics4 with reference)	USPAL, USOCK, FPRS, EPO, JPO, DERWENL,
297	4	S75 and ((copy\$3 or creat\$3) with (new near2 model))	USPAT; USOCR; FPRS; EPO; JPO; DERWENT; I
S98	83	S75 and ((input or output) near2 port)	USPAT; USOCR; FPRS; EPO; JPO; DERWENT; I
839	4	S75 and ((input or output) with propert\$3)	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB
S100	9	S75 and (copy\$3 with configuration)	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB
S101	ĸ	S75 and (copy\$3 with model)	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB
S118	264	S76 or S77 or S78 or S80 or S82 or S83 or S86 or S87 or S89 or S92 or S93 or S94 or S95 c US-PGPUB;	S-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB
S119 .	226		USPAT; USOCR; FPRS; EPO;
S75	369	S73 or S74	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB
S76	104	S75 and ((identify\$3 or identification) with (component or part or similarit\$3))	USPAT; USOCR; FPRS; EPO;
S77	4		US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB
878	22	S75 and ((convert\$3 or conversion) with automatic\$4)	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB
2 8 0	265	S75 and (user with (interface or interaction))	US-PGPUB, USPAT, USOCR, FPRS, EPO, JPO, DERWENT, IBM_TDB
S91	222	S75 and (user with (input or interaction))	FPRS, EPO, JPO.
S92	8	S75 and (pattern with match\$3)	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB
S82	5	S75 and (select\$3 near2 pattern)	USPAT: USOCR: FPRS: EPO: JPO:
S83	9	S75 and checksum	USPAT: USOCR: FPRS: EPO: JPO: DERWENT:
S84	217	S75 and (select\$3 with (component or part))	USPAT: USOCR: FPRS: EPO: JPO: DERWENT: IBM
585	171	S75 and (type with (component or part))	USPAT USOCR: FPRS EPO JPO: DERWENT IBM
586	5	S75 and (type with component or part) with match\$3)	USPAT: USOCR: FPRS: FPO: JPO: DERWENT: IBM
869 869	5 5	(graphical near) model) with (component or part)	USPAT: USOCR: FPRS: FPO: UPO: DERWENT: IBM
S71	3414	Seq or S70	LISPAT: LISOCR: FPRS: FPO: IPO: DERWENT: IBM
223	7.4	S71 and ((identifice) or identification) with (commonent or part))	LISPAT: USOCB: FPRS: EDO: IPO: DERWENT: IBM
573	200	S71 and ((converts or conversion) with (component or part))	IISPAT: IISOCR: EPRS: EPO: IPO: DERWENT: IBM
574	3 5	C72 and C73	IISPAT: IISOCR: EPRS: EPO: IPO: DERWENT: IBM
S124	264	S118 or S119 or S121 or S122 or S123	USPAT: USOCR: EPRS: EPO: UPO: DERWENT: URM
570	3330		LISPAT: LISOCR: EPRS: EPO: JPO: DERWENT: JRM
6.2S	310	(3) S75 and ((component or part) with (system or subsystem))	USPAT: USOCR: FPRS: FPO: UPO: DERWENT: IBM
S80	8		USPAT: USOCR: FPRS: EPO: JPO: DERWENT: IBM
S81	155	S75 and pattern	USPAT; USOCR; FPRS; EPO; JPO; DERWENT; I
S127	17	S124 and S126	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB
S125	4	S124 and S77	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB
S126	17	S75 and (reusable with (component or part))	USOCR; FPRS; EPO;
S128	2	S124 and S82	USOCR; FPRS; EPO; JPO; DERWENT; 1
S164	τ-	S135 and (reference with (new near2 model))	USOCR; FPRS; EPO;
S158	83	S135 and ((input or output) near2 port)	FPRS; EPO; JPO; DERWENT; I
S149	2	S148 and (acyclic near2 graph)	FPRS; EPO; JPO; DERWENT; I
S176	œ	S135 and (pattern with reference)	FPRS, EPO, JPO, DERWENT, I
S179	226	S178 and S139	FPRS; EPO; JPO; DERWENT; I
S185	÷	S184 and S147	USOCR; FPRS; EPO; JPO;
S186	7	S184 and S155	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB
S156	-	S135 and ((convert\$3 or conversion) with automatic\$4 with reference)	FPRS, EPO, JPO, DERWENT, I
S187	15	S184 and (S160 or S161 or S162 or S163 or S164 or S165)	USPAT, USOCR, FPRS, EPO, JPO, DERWENT, IBM

USPAT, USOCR, FPRS, EPO, JPO, DERWENT, USPAT,	USOCR, FPRS, EPO, JPO; DERWENT; IBM USOCR, FPRS, EPO, JPO; DERWENT; IBM USOCR, FPRS, EPO; JPO; DERWENT; IBM
\$184 and \$160 \$184 and \$161 \$184 and \$161 \$184 and \$170 or \$171 \$184 and \$1710 \$184 and \$1710 \$184 and \$1710 \$185 and \$172 \$175	
9 9 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	265 30 310 310 369 369 369 369 369 369 369 369
\$ 50 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8	0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0

		4.8U 4.8U 4.8U
S131 and ((identify\$3 or identification) with (component or part)) S131 and ((convert\$3 or conversion) with (component or part)) S129 or S130 (graphical near2 (component or part)) (graphical near2 model) with (component or part) S178 and S141 S135 and (new near2 model) S178 and S144 S178 and S145 S178 and (S150 or S151) S178 or S179 or S180 or S181 or S182 or S183	(graphical near2 model) with (component or part) (graphical near2 (component or part)) 1.1 or 1.2 1.3 and ((identify\$3 or identification) with (component or part)) 1.4 and 1.5 1.5 and ((convert\$3 or conversion) with (component or part or similarit\$3)) 1.7 and (identify\$3 or identification) with (component or part or similarit\$3) 1.7 and (identify\$3 or identification) with automatic\$4) 1.7 and (convert\$3 or conversion) with automatic\$4) 1.7 and (convert\$3 or conversion) with automatic\$4) 1.7 and reusable 1.7 and pattern 1.7 and pattern 1.7 and celect\$3 near2 pattern) 1.7 and celect\$3 near2 pattern) 1.7 and (select\$3 and pattern) 1.7 and (select\$3 and (component or part)) 1.7 and (select\$3 with (component or part)) 1.7 and (select\$3 with (component or part) with match\$3) 1.7 and (select\$3 with (interface or interaction)) 1.7 and (user with (interface or interaction)) 1.7 and (user with (interface or interaction)) 1.7 and (select\$3 or conversion) with automatic\$4 with reference) 1.7 and (convert\$3 or conversion) with (component or part) with reference) 1.7 and (convert\$3 or conversion) with (component or part) with reference) 1.7 and (convert\$3 or conversion) with new near2 mode!)) 1.7 and (copy\$3 or creat\$3) with (new near2 mode!)) 1.7 and (copy\$3 with configuration) 1.7 and (copy\$3 with mode!) 1.7 and (copy\$3 with mode!) 1.7 and (copy\$3 with mode!)	L7 and (peripheral with model) L7 and (peripheral with configuration) L7 and (reference with (new near2 model))
615 369 3414 3339 121 133 133 139 185	137 3609 3695 665 385 104 385 106 106 1175 175 175 175 175 175 175 175 175 17	
\$132 \$133 \$133 \$129 \$180 \$181 \$183 \$183	22	L35 L36

108 PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB DERWENT; IBM_TDB GPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB GPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB DERWENT; IBM_TDB EPO; JPO; DERWENT; IBM_TDB PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB PGPUB, USPAT, USOCR, FPRS, EPO, JPO, DERWENT, IBM_TDB 'GPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB DERWENT; IBM_TDB DERWENT; IBM_TDB DERWENT; IBM TDB DERWENT; IBM_TDB DERWENT; IBM_TDB GPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM TDB GPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB DERWENT; IBM TDB PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB DERWENT; IBM_TDB PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB DERWENT; IBM_TDB DERWENT; IBM TDB DERWENT; IBM_TDB DERWENT; IBM_TDB PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB DERWENT; IBM_TDB DERWENT; IBM_TDB DERWENT; IBM_TDB DERWENT; IBM_TDB PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB DERWENT; IBM_TDB DERWENT; IBM_TDB DERWENT: IBM TDB DERWENT; IBM_TDB DERWENT; IBM_TDB DERWENT; IBM_TDB DERWENT; IBM TDB PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB DERWENT, IBM_TDB PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM TDB DERWENT; IBM_ DERWENT; IBM_ PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM DERWENT; IBM_ DERWENT; IBM_ DERWENT; IBM_ DERWENT; IBM GPUB, USPAT, USOCR, FPRS, EPO, JPO, GPUB; USPAT; USOCR; FPRS; EPO; JPO; PGPUB; USPAT; USOCR; FPRS; EPO; JPO; US-PGPUB; USPAT; USOCK; FPRS; EPO; JPO; US-PGPUB; USPAT; USOCK; FPRS; EPO; JPO; EPO; JPO; GPUB: USPAT; USOCR; FPRS; EPO; JPO; PGPUB; USPAT; USOCR; FPRS; EPO; JPO; EPO; JPO; PGPUB; USPAT; USOCR; FPRS; GPUB, USPAT, USOCR, FPRS, GPUB; USPAT; USOCR; FPRS; FPRS; GPUB; USPAT; USOCR;

L37	'n	L7 and ((component or part) with (new near2 model))	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB
L38	က	L7 and (copy\$3 with (component or subsystem) with library)	JS-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB
139	œ	L7 and (copy\$3 with library)	JS-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB
L40	32	L7 and ((component or subsystem) with library)	JS-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB
L41	9	L7 and (reference with library)	JS-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB
L42	12	L7 and (replac\$3 with reference)	JS-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB
L43	-	L7 and (replac\$3 with library)	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB
144	56	L7 and (reference with model)	S-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB
L45	7	L7 and ((component or part) with model with (simplify\$3 or simplification))	JS-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB
L46	က	L7 and (model with (simplify\$3 or simplification))	JS-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB
L47	5	L7 and (pattern with repeat\$3)	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB
L48	œ	L7 and (pattern with reference)	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB
L49	31	L7 and (new near2 model)	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB
L50	273	L8 or L9 or L10 or L12 or L14 or L15 or L18 or L19 or L21 or L24 or L25 or L26 or L27 or L28 US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	S-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB
L51	235	L50 and L11	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB
L52	138	L50 and L13	JS-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB
L53	158	L50 and L16	JS-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB
L54	142	L50 and L17	JS-PGPUB, USPAT, USOCR, FPRS, EPO, JPO, DERWENT, IBM_TDB
L55	189	L50 and (L22 or L23)	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB
F26	273	L50 or L51 or L52 or L53 or L54 or L55	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB
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Results of search set L29:14 or 3 or 18	st L29:14 or 3 or 18			
Document Kind Codes Title	€ Title	Issue Date Current OR		Abstract
US 20070035421 A1	JS 20070035421 A1 Layout rules for whitespace sensitive literals	20070215 341/51		
US 20070030276 A1	JS 20070030276 A1 Video and graphics system with parallel processing of graphics windows	20070208 345/505	35	
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US 20070022384 A1	Thematic response to a computer user's context, such as by a wearable personal computer	20070125 715/744	4	
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US 20060288286 A1	JS 20060288286 A1 User interfaces for collaborative multi-locale context-aware systems management problem ar	20061221 715/716	9	
US 20060268012 A1	JS 20060268012 A1 Video, audio and graphics decode, composite and display system	20061130 345/629	6	
US 20060259289 A1	Method and system for specifying and developing application systems with dynamic behavior	20061116 703/12	C 1	٠
US 20060218512 A1	JS 20060218512 A1 System and method for rapid prototyping of asic systems	20060928 716/4		٠
US 20060212845 A1	Bi-directional programming system/method for program development	20060921 717/113		
US 20060190105 A1	US 20060190105 A1 Merging graphical programs	20060824 700/86	"	
US 20060187048 A1	JS 20060187048 A1 Method and system for agricultural data collection and management	20060824 340/572.4	72.4	
US 20060161888 A1 Code generation	Code generation	20060720 717/107	70	
US 20060142989 A1	JS 20060142989 A1 Method and apparatus for pattern based generation of graphical user interfaces (GUI)	20060629 703/22	21	
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Software development system that presents a logical view of project components, facilitates to Method and apparatus for automatic synthesis, placement and routing of complex structures Graphics display system with color look-up table loading mechanism. Data socket system and method for accessing data sources using URLs. Method and apparatus for routing confidential information. Enhanced image processing for a three-dimensional imaging system. Real-time multimedia visual programming system. Graphical click surfaces for force feedback applications to provide selection of functions using Traffic route finder in communications network. Traffic route finder in communications network. Automatic graphical pattern placement and adjustment.	Method and system for designing a graphical user interface for an electronic consumer produ Network-based system for the manufacture of parts with a virtual collaborative environment fr Reusable personal sun-monitor Method and apparatus for object-oriented adjustment of color attributes in a perceptually unif Apparatus and method for managing and distributing design and manufacturing information th Method and system for designing a graphical user interface for an electronic consumer produ Distributed maintenance system based on causal networks Visual data integration system and method Method and apparatus for providing and receiving broadcaster information Graphics display system with unified memory architecture Apparatus and method for managing and distributing design and manufacturing information th Program development support system and support method and storage medium for storing p Method and apparatus for a waveform compiler. Frooded facsimile communication with a selective system and method	Encoded facsimile communication with a selective system and method therefor Graphical click surfaces for force feedback applications to provide user selection using curso. Dose masking feature for BNCT radiotherapy planning. Method for enabling interactive manipulation of data retained in computer system, and a command of three-dimensional image converting system. Two-dimensional to three-dimensional image converting system. Two-dimensional to three-dimensional image converting system. Compact graphical interactive information system. Beer tap display system with customizable programming and multi-media output means. Video data capture and formatting in intelligent video information management system. Compact graphical interactive information system. Apparatus and method for managing and distributing design and manufacturing information the Screen identification methodologies. Method and reusable object for scheduling script execution in a compound document Computer automated system and method for converting source-documents bearing alphanur Method and apparatus for routing confidential information. Method and apparatus for routing confidential information. Method and apparatus for creating workflow maps of business processes. Generalized configurator using a declaratively constructed two-level bi-partite graph as a kno Method and apparatus for optical pattern recognition. Method and apparatus for optical pattern recognition. Method and apparatus for optical pattern recognition. Method and apparatus for automatically generating database definitions of indirect facts from Electronic test instrument for component test. Apparatus for remotely managing diverse information network resources. Behavior monitoring and analyzing system for stored program controlled switching system interactions and process of developing interaction and interacting applications and process of developing applicative.
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Method for using interactive computer graphics to control electronic instruments
Apparatus and method for determining the magnitude and phase of the fundamental compon
Conversion system for stock material into low density cushioning packaging - has packaging :
Image output control apparatus e.g. for printer - has graphical area extraction part for extractii
Graph generation device using electronic computer - includes omission section judgement pa

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Ellen Yi-Luen Do, Mark D. Gross

June 2007 Proceedings of the 6th ACM SIGCHI conference on Creativity & cognition C&C '07

Publisher: ACM Press

Full text available: pdf(2.28 MB)

Additional Information: full citation, abstract, references, index terms

We have, with our students, engaged in cross-disciplinary research in design. We describe parameters and principles that we have found helpful in organizing and conducting this kind of work. A variety of projects that have been developed in our group illustrate these parameters and principles. Our group focuses on making and we have come to see creativity as grounded in the ability to make things.

Keywords: design studio, objects to think with, play instinct, rapid prototyping

Teaching graphics using Ada



C. Wayne Brown

November 2004 ACM SIGAda Ada Letters, Proceedings of the 2004 annual ACM SIGAda international conference on Ada: The engineering of correct and reliable software for real-time & distributed systems using Ada and related technologies SIGAda '04, Volume XXIV Issue 4

Publisher: ACM Press

Full text available: pdf(177.42 KB)

Additional Information: full citation, abstract, references, index terms, review

This paper describes several tools related to the Ada language that were developed to support the teaching of a computer graphics course. These tools include an updated and improved OpenGL Ada specification file, a VRML-to-code conversion tool, and an Ada-to-C conversion tool. The rational for the development of these tools and some issues related to their implementation are discussed.

Keywords: Ada, C, VRML, code conversion, computer graphics, cross compiling

Real-time volume graphics

Klaus Engel, Markus Hadwiger, Joe M. Kniss, Aaron E. Lefohn, Christof Rezk Salama, Daniel Weiskopf

August 2004 ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04

Publisher: ACM Press

Full text available: pdf(7.63 MB) Additional Information: full citation, abstract

The tremendous evolution of programmable graphics hardware has made high-quality real-time volume graphics a reality. In addition to the traditional application of rendering volume data in scientific visualization, the interest in applying these techniques for realtime rendering of atmospheric phenomena and participating media such as fire, smoke, and clouds is growing rapidly. This course covers both applications in scientific visualization, e.g., medical volume data, and real-time rendering, ...

GPGPU: general purpose computation on graphics hardware

David Luebke, Mark Harris, Jens Krüger, Tim Purcell, Naga Govindaraju, Ian Buck, Cliff Woolley, Aaron Lefohn

August 2004 ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04

Publisher: ACM Press

Full text available: pdf(63.03 MB) Additional Information: full citation, abstract, citings

The graphics processor (GPU) on today's commodity video cards has evolved into an extremely powerful and flexible processor. The latest graphics architectures provide tremendous memory bandwidth and computational horsepower, with fully programmable vertex and pixel processing units that support vector operations up to full IEEE floating point precision. High level languages have emerged for graphics hardware, making this computational power accessible. Architecturally, GPUs are highly parallel s ...

5 Advances in dataflow programming languages

Wesley M. Johnston, J. R. Paul Hanna, Richard J. Millar

March 2004 ACM Computing Surveys (CSUR), Volume 36 Issue 1

Publisher: ACM Press

Additional Information: full citation, abstract, references, citings, index Full text available: R pdf(835.52 KB) terms

Many developments have taken place within dataflow programming languages in the past decade. In particular, there has been a great deal of activity and advancement in the field of dataflow visual programming languages. The motivation for this article is to review the content of these recent developments and how they came about. It is supported by an initial review of dataflow programming in the 1970s and 1980s that led to current topics of research. It then discusses how dataflow programming evo ...

Keywords: Dataflow, co-ordination languages, component software, data flow visual programming, graphical programming, multithreading, software engineering

NO Java resources for computer science instruction

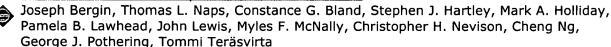
Joseph Bergin, Thomas L. Naps, Constance G. Bland, Stephen J. Hartley, Mark A. Holliday, Pamela B. Lawhead, John Lewis, Myles F. McNally, Christopher H. Nevison, Cheng Ng, George J. Pothering, Tommi Teräsvirta

December 1998 Working Group reports of the 3rd annual SIGCSE/SIGCUE ITICSE conference on Integrating technology into computer science education ITiCSE-WGR '98

Publisher: ACM Press

Full text available: pdf(107.98 KB) Additional Information: full citation, references, citings, index terms

⁷ Java resources for computer science instruction



December 1998 ACM SIGCSE Bulletin, Volume 30 Issue 4

Publisher: ACM Press

Full text available: pdf(2.29 MB) Additional Information: full citation, abstract, citings, index terms

The goal of this working group was to collect, evaluate, and foster the development of resources to serve as components of both new and revised traditional courses that emphasize object-oriented software development using Java. These courses could, for example, integrate Internet-based distributed programming, concurrency, database programming, graphics and visualization, human interface design and object-oriented development. They could therefore also be suitable as capstone courses in computer ...

8 Java resources for computer science instruction

Joseph Bergin, Thomas L. Naps, Constance G. Bland, Stephen J. Hartley, Mark A. Holliday, Pamela B. Lawhead, John Lewis, Myles F. McNally, Christopher H. Nevison, Cheng Ng, George J. Pothering, Tommi Teräsvirta

October 1998 ACM SIGCUE Outlook, Volume 26 Issue 4

Publisher: ACM Press

Full text available: pdf(2.23 MB)

Additional Information: full citation, abstract, references, index terms

The goal of this working group was to collect, evaluate, and foster the development of resources to serve as components of both new and revised traditional courses that emphasize object-oriented software development using Java. These courses could, for example, integrate Internet-based distributed programming, concurrency, database programming, graphics and visualization, human interface design and object-oriented development. They could therefore also be suitable as capstone courses in computer ...

A database design for graphical models

Susi Dulli, Vitaliano Milanese

December 1990 ACM SIGPLAN Notices, Volume 25 Issue 12

Publisher: ACM Press

Full text available: pdf(419.52 KB) Additional Information: full citation, abstract, index terms

In this paper we present an engineering data management system, that is a database which is supposed to store and support the manipulation of data about solid geometry objects. Some technical aspects are particularly addressed, which are related to the modeling environment, system architecture and data manipulation language.

10 The UCLA Brain Research Institute data processing laboratory

T. Estrin

December 1987 Proceedings of ACM conference on History of medical informatics

Publisher: ACM Press

Full text available: pdf(1.09 MB) Additional Information: full citation, abstract, references, index terms

The Brain Research Institute is an interdisciplinary research unit of the UCLA Medical School, supporting basic research in fields which contribute to an understanding of brain mechanisms and behavior. In 1960 the School of Medicine was relatively young, having graduated its first class in 1955. Among the early professors to affiliate with the new medical school was Dr. H. W. Magoun, whose own research interests were in the nervous system. Under his leadership, a formal proposal was prepare ...

11 Complex logarithmic mapping and the focus of expansion (abstract only)

Ramesh Jain

January 1984 ACM SIGGRAPH Computer Graphics, Volume 18 Issue 1

Publisher: ACM Press

Full text available: pdf(3.92 MB) Additional Information: full citation, abstract

Complex logarithmic mapping has been shown to be useful for the size, rotation, and projection invariance of objects in a visual field for an observer translating in the direction of its gaze. Assuming known translational motion of the observer, the ego-motion polar transform was successfully used in segmentation of dynamic scenes. By combining the two transforms one can exploit features of both transforms and remove some of the limitations which restrict the applicability of both. In this paper ...

12 Tracking three dimensional moving light displays (abstract only)

Michael Jenkin

January 1984 ACM SIGGRAPH Computer Graphics, Volume 18 Issue 1

Publisher: ACM Press

Full text available: pdf(3.92 MB) Additional Information: full citation, abstract

A method is presented for tracking the three-dimensional motion of points from their changing two-dimensional perspective images as viewed by a nonconvergent binocular vision system. The algorithm relies on a general smoothness assumption to guide the tracking process, and application of the tracking algorithm to a three-dimensional moving light display based on Cutting's Walker program as well as other domains are discussed. Evidence is presented relating the tracking algorithm to certain belief ...

13 Adapting optical-flow to measure object motion in reflectance and x-ray image



sequences (abstract only) Nancy Cornelius, Takeo Kanade

January 1984 ACM SIGGRAPH Computer Graphics, Volume 18 Issue 1

Publisher: ACM Press

Full text available: pdf(3.92 MB) Additional Information: full citation, abstract

This paper adapts Horn and Schunck's work on optical flow to the problem of determining arbitrary motions of objects from 2-dimensional image sequences. The method allows for gradual changes in the way an object appears in the image sequence, and allows for flow discontinuities at object boundaries. We find velocity fields that give estimates of the velocities of objects in the image plane. These velocities are computed from a series of images using information about the spatial and temporal bri ...

14 Determining motion parameters for scenes with translation and rotation (abstract



only)

15

Charles Jerian, Ramesh Jain

January 1984 ACM SIGGRAPH Computer Graphics, Volume 18 Issue 1

Publisher: ACM Press

Full text available: pdf(3.92 MB) Additional Information: full citation, abstract

A study of methods that determine the rotation parameters of a camera moving through synthetic and real scenes is conducted. Algorithms that combine ideas of Jain and Prazdny are developed to find translational and rotational parameters. An argument is made for using hypothesized motion parameters rather than relaxation labelling to find correspondence.

Determining 3-D motion parameters of a rigid body: a vector-geometrical approach



(abstract only)

B. L. Yen, T. S. Huang

January 1984 ACM SIGGRAPH Computer Graphics, Volume 18 Issue 1

Publisher: ACM Press

Full text available: pdf(3.92 MB) Additional Information: full citation, abstract

A vector-geometrical approach is given for the determination of 3-D motion parameters of a rigid body from point correspondences over 2 time sequential images. The resulting algorithms are similar to existing methods. However, the geometrical interpretations provide much valuable insight into the nature of the problem and the uniqueness auestion.

A hybrid approach to structure-from-motion (abstract only)



Aaron Bobick

January 1984 ACM SIGGRAPH Computer Graphics, Volume 18 Issue 1

Publisher: ACM Press

Full text available: pdf(3.92 MB) Additional Information: full citation, abstract

A method is presented for computing structure from the motion of rigid objects which are rotating about a fixed axis. The input consists of two discrete frames containing the positions and instantaneous direction vectors of three points in orthographic projection. Because only the direction of the velocity vectors and not their magnitudes is needed, the method is insensitive to errors in velocity magnitude estimation. This type of computation could be important in recovering the 3-dimensional st ...

17 Determining the instantaneous axis of translation from optic flow generated by



arbitrary sensor motion (abstract only)

J. H. Rieger, D. T. Lawton

January 1984 ACM SIGGRAPH Computer Graphics, Volume 18 Issue 1

Publisher: ACM Press

Full text available: pdf(3.92 MB) Additional Information: full citation, abstract

This paper develops a simple and robust procedure for determining the instantaneous axis of translation from image sequences induced by unconstrained sensor motion. The procedure is based upon the fact that difference vectors at discontinuities in optic flow fields generated by sensor motion relative to a stationary environment are oriented along translational field lines. This is developed into a procedure consisting of three steps: 1) locally computing difference vectors from an optic flow fie ...

18 Real and apparent motion: one mechanism or two? (abstract only)



Marc Green, Michael von Grunau

January 1984 ACM SIGGRAPH Computer Graphics, Volume 18 Issue 1

Publisher: ACM Press

Additional Information: full citation, abstract Full text available: pdf(3.92 MB)

Two direction selective adaptation experiments were conducted to investigate whether real and apparent motion are processed by a single visual mechanism. Previous studies with real motion have shown that adaptation to a grating drifting in one direction has an effect on perceived motion of subsequently viewed test gratings (the velocity aftereffect) and also selectively raises contrast threshold (direction-specific threshold elevation). We conducted analogous experiments in which observers adapt ...

19 Selective attention to aspects of motion configurations: common vs. relative motion



(abstract only)

James R. Pomerantz, Nelson Toth

January 1984 ACM SIGGRAPH Computer Graphics, Volume 18 Issue 1

Publisher: ACM Press

Full text available: pdf(3.92 MB) Additional Information: full citation, abstract

The motion of a dot configuration may be described as the sum of its relative (part) and common (whole) motion components. Is either of these two component dimensions extracted before the other in human perception? Reaction time data from selective attention experiments show that neither dimension can be responded to without interference from the other, implying that neither is processed more quickly than or ahead of the other. Following Garner's nomenclature, common and relative motions appear ...

The perception of coherent motion in two-dimensional patterns (abstract only)



Edward H. Adelson, J. Anthony Movshon

January 1984 ACM SIGGRAPH Computer Graphics, Volume 18 Issue 1

Publisher: ACM Press

Full text available: pdf(3.92 MB) Additional Information: full citation, abstract

When one looks at a two-dimensional scene of moving objects, one can usually assign a velocity to each point in that scene with little effort. This suggests that some early visual processes are able to generate a two-dimensional velocity map using fast parallel computations. But it is not obvious how this should be done, and we are currently trying to understand how the human visual system does it.

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Relevance scale

21 Coherent global motion percepts from stochastic local motions (abstract only)



D. W. Williams, R. Sekuler

January 1984 ACM SIGGRAPH Computer Graphics, Volume 18 Issue 1

Publisher: ACM Press

Full text available: pdf(3.92 MB)

Additional Information: full citation, abstract

A percept of global, coherent motion results when many different localized motion vectors are combined. We studied the percept with dynamic random dot kinematograms in which each element took an independent, random walk of constant step size. Directions of displacement from frame to frame were chosen from a uniform distribution. The tendency to see coherent, global flow along the mean of the uniform distribution varied with the range of the distribution. Psychometric functions were obtained with ...

22 Perception of rotation in depth: the psychophysical evidence (abstract only)



Myron L. Braunstein

January 1984 ACM SIGGRAPH Computer Graphics, Volume 18 Issue 1

Publisher: ACM Press

Full text available: pdf(3.92 MB)

Additional Information: full citation, abstract

There are a variety of ways in which motion in the environment can provide information about three-dimensional relationships. One transformation that has received increasing attention in both the visual perception literature and in the machine vision literature is rotation in depth. This transformation, which includes any rigid rotation other than a rotation about the line of sight, can provide both a strong impression of depth and specific information about three-dimensional relationships in a ...

23 Knowledge-based animation (abstract only)



David Zeltzer

January 1984 ACM SIGGRAPH Computer Graphics, Volume 18 Issue 1

Publisher: ACM Press

Full text available: pdf(3.92 MB)

Additional Information: full citation, abstract

In constructing a goal-directed system for automatic motion synthesis for computer animation, the essential problem is to account for the extraordinary flexibility and adaptability exhibited by moving creatures. The selective potentiation and depotentiation of elements of a hierarchy of motor control programs is a key to the generation of

adaptive motor control. The constraints on motion sequences are analyzed, and mechanisms for achieving continuity of movements are discussed. The ...

24 Computing the velocity field along contours (abstract only)

Ellen C. Hildreth

January 1984 ACM SIGGRAPH Computer Graphics, Volume 18 Issue 1

Publisher: ACM Press

Full text available: pdf(3.92 MB) Additional Information: full citation, abstract

In this paper, we present a computational study of the measurement of motion. Similar to other visual processes, the motion of elements is not determined uniquely by information in the changing image; additional constraint is required to compute a unique velocity field. Given this global ambiguity of motion, local measurements from the changing image cannot possibly specify a unique local velocity vector, and in fact, may only specify one component of velocity. Computation of the full two-dimens ...

25 3D balance in legged locomotion: modeling and simulation for the one-legged case



(abstract only)

Seshashayee S. Murthy, Marc H. Raibert

January 1984 ACM SIGGRAPH Computer Graphics, Volume 18 Issue 1

Publisher: ACM Press

Full text available: pdf(3.92 MB) Additional Information: full citation, abstract

This paper explores the notion that the motion of dynamically stable 3D legged systems can be decomposed into a planar part that accounts for large leg and body motions that provide locomotion, and an extra-planar part that accounts for subtle corrective motions that maintain planarity. The large planar motions raise and lower the legs to achieve stepping, and they propel the system forward. The extra-planar motions ensure that the legged system remains in the plane. A solution of this form is s ...

²⁶ Representing and reasoning about change (abstract only)



Reid G. Simmons, Randall Davis

January 1984 ACM SIGGRAPH Computer Graphics, Volume 18 Issue 1

Publisher: ACM Press

Full text available: pdf(3.92 MB) Additional Information: full citation, abstract

A recent trend in artificial intelligence research is the construction of expert systems capable of reasoning from a detailed model of the objects in their domain and the processes that affect those objects. We describe a system being built in this fashion, designed to solve a class of problems known as geologic interpretation: given a crosssection of the Earth's crust (showing formations, faults, intrusions, etc.), hypothesize a sequence of geologic events whose occurrence could have formed th ...

27 On the estimation of dense displacement vector fields from image sequences



(abstract only)

H. H. Nagel

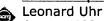
January 1984 ACM SIGGRAPH Computer Graphics, Volume 18 Issue 1

Publisher: ACM Press

Additional Information: full citation, abstract Full text available: pdf(3.92 MB)

Based on recent experimental as well as theoretical investigations, a generalization of previously published approaches towards the estimation of displacement vector fields is formulated. The calculus of variation allows to transform this approach into a set of two partial differential equations for the two components of the displacement vector field. Some simplifying assumptions facilitate the derivation of an iterative solution approach which can be studied in closed form.

28 Multicomputer architectures for real-time perception (abstract only)



January 1984 ACM SIGGRAPH Computer Graphics, Volume 18 Issue 1

Publisher: ACM Press

Full text available: pdf(3.92 MB) Additional Information: full citation, abstract

This paper examines the computing demands that must be met by a system capable of scene description and perception of real-world moving objects. A brief survey is made of the major different kinds of computer systems that have been built, or designed, and of the different sources of potential speed-up of processing that have been exploited. Finally, a number of alternative possible hardware architectures that might be capable of handling real-time perception of moving objects are suggested, and ...

29 A multiple track animator system for motion synchronization (abstract only)

D. Fortin, J. F. Lamy, D. Thalmann

January 1984 ACM SIGGRAPH Computer Graphics, Volume 18 Issue 1

Publisher: ACM Press

Full text available: pdf(3.92 MB) Additional Information: full citation, abstract

MUTAN (Multiple Track Animator) is an interactive system for independently animating three-dimensional graphical objects. MUTAN can synchronize different motions; it is also a good tool for synchronizing motion with sound, music, light or smell. To indicate moments in time, marks are associated with appropriate frame numbers. MUTAN enables the marks to be manipulated. An animator can also adjust one motion without modifying the others. To make this possible, MUTAN handles several tracks at a tim ...

30 Motion analysis of grammatical processes in a visual-gestural language (abstract





Howard Poizner, Edward S. Klima, Ursula Bellugi, Robert B. Livingston January 1984 ACM SIGGRAPH Computer Graphics, Volume 18 Issue 1

Publisher: ACM Press

Full text available: pdf(3.92 MB) Additional Information: full citation, abstract

Movement of the hands and arms through space is an essential element both in the lexical structure of American Sign Language (ASL), and, most strikingly, in the grammatical structure of ASL: it is in patterned changes of the movement of signs that many grammatical attributes are represented. These grammatical attributes occur as an isolable superimposed layer of structure, as demonstrated by the accurate identification by deaf signers of these attributes presented only as dynamic point-light dis ...

The cross-ratio and the perception of motion and structure (abstract only)



William A. Simpson

January 1984 ACM SIGGRAPH Computer Graphics, Volume 18 Issue 1

Publisher: ACM Press

Full text available: pdf(3.92 MB) Additional Information: full citation, abstract

Followers of J. J. Gibson have proposed that the cross-ratio, a projective invariant for four collinear points, underlies the perception of objects in motion. Experiment 1 tested this theory by presenting subjects with displays of 3 or 4 dots rotating in depth. Accuracy was equally high in both conditions for motion and structure judgements, so the cross-ratio cannot be necessary. Experiments 2 and 3 tested the cue of lining up, and some evidence for its use was found. The results are consistent ...

32 Perceiving and recovering structure from events (abstract only) James E. Cutting





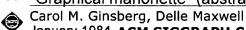
January 1984 ACM SIGGRAPH Computer Graphics, Volume 18 Issue 1

Publisher: ACM Press

Full text available: pdf(3.92 MB) Additional Information: full citation, abstract

How do perceivers identify a moving object as seen against a changing background? How do figure and ground separate? Such questions have engaged psychologists for at least seventy years. In particular, the Gestalt psychologists were deeply concerned with the latter, but had only the illdefined notion of *common fate*, or uniform density, for dealing with the former. The coherent flow of a moving object is seen, somehow, by extracting those aspects of the whole that segregate it from the gro ...

33 "Graphical marionette" (abstract only)



January 1984 ACM SIGGRAPH Computer Graphics, Volume 18 Issue 1

Publisher: ACM Press

Full text available: pdf(3.92 MB) Additional Information: full citation, abstract

Many person-modelling 3-D animation systems are currently being developed, but often suffer from confusing and elaborate user interfaces. Given over 200 degrees of freedom, the human form is capable of such intricate motion that its specification and display presents considerable difficulty to both animators and animation systems designers. Given such difficulties with single figures, the orchestration of several in parallel remains a major challenge. In pursuit of understanding thoroughly this ...

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John Colter, Netscape Navigator

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Toolkits: The MaggLite post-WIMP toolkit: draw it, connect it and run it

Stéphane Huot, Cédric Dumas, Pierre Dragicevic, Jean-Daniel Fekete, Gérard Hégron October 2004 Proceedings of the 17th annual ACM symposium on User interface software and technology UIST '04

Publisher: ACM Press

Full text available: pdf(10.39 MB)

Additional Information: full citation, abstract, references, citings, index terms

This article presents MaggLite, a toolkit and sketch-based interface builder allowing fast and interactive design of post-WIMP user interfaces. MaggLite improves design of advanced UIs thanks to its novel <i>mixed-graph</i> architecture that dynamically combines scene-graphs with interaction-graphs. <i>Scene-graphs</i> provide mechanisms to describe and produce rich graphical effects, whereas <i>interactiongraphs</i> allow expressive and fine-grained description of ad ...

Keywords: GUI architectures, GUI toolkits, ICON, MaggLite, interaction design, interaction techniques

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